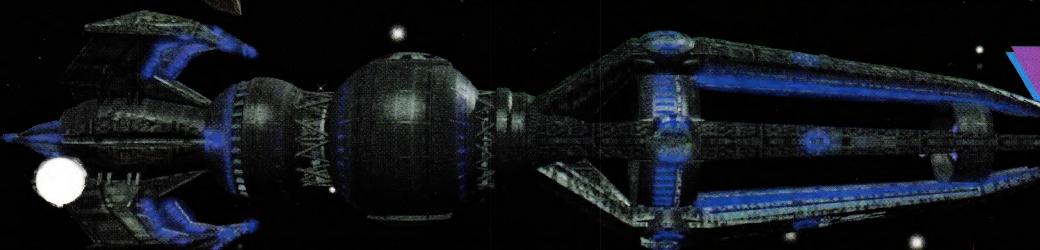
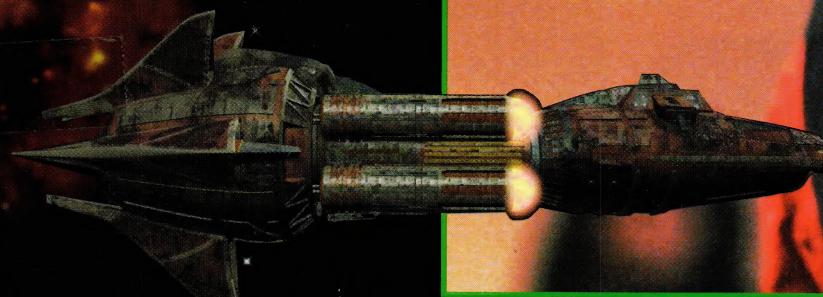




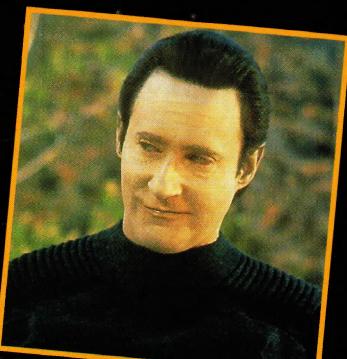
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The Guide to the STAR TREK Galaxy

FILE 3 CARD 6E



CHARTING
THE GALAXY



CHARTING
THE GALAXY

DELTA QUADRANT

BORG COOPERATIVE PLANET

CLASS-M PLANET

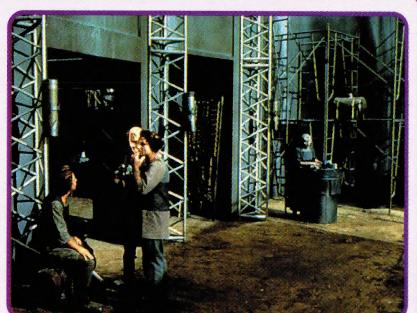
Hakotay and Ensign Kaplan are returning to the **U.S.S. Voyager NCC-74656**, after scouting the **Nekrit Expanse** in a shuttle, when they detect a **Federation** signal emanating from a nearby planet. Its arid surface is scattered with a hodge-podge of technologies, and it is populated by a diverse group of aliens, including such **Alpha Quadrant** races as **Klingons, Romulans, and Cardassians**. They were all assimilated by the **Borg**, but their connection to the **collective** was severed when their **Borg cube** was damaged in an electrokinetic storm.

These races have now regained their individuality, and with it their old feuds and prejudices; some races, including the **Parein** and the **Farn**, from the **Delta Quadrant**, have split into warring factions. Riley Frazier, a human member of one of the groups, wants to reinitiate their Borg neural links to form a new cooperative, in the hope that this will allow them to work together again. She eventually succeeds in her goal.

► *Former members of the Borg collective now inhabit makeshift encampments.*

FIRST VISITED: STARDATE 50614

STARSHIP LOG: 'UNITY'



MIKHAL TRAVELERS' OUTPOST

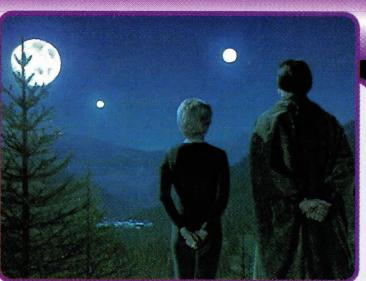
CLASS-M PLANET

The **Mikhal Travelers** are a nomadic race, devoted to traveling the Galaxy; the **U.S.S. Voyager NCC-74656** visits their **Class-M** planet to obtain information and charts regarding the surrounding region. The traveler's dwellings are simple, but they possess some technology, in particular small, two-person, spacefaring vessels. **Nakahn**, the owner of a tavern on the outpost, also has a fuel depot on the edge of **Tarkan** space. The Tarkan are a ruthless race who capture any trespassers discovered in their territory.

► *The planet on which the Mikhal Travelers have built an outpost is mountainous, with areas of unspoiled woodland.*

FIRST VISITED: STARDATE 50693

STARSHIP LOG: 'DARKLING'



NEZU COLONY

CLASS-M PLANET

The **U.S.S. Voyager** helps a **Nezu** colony, situated on a world that has at least four other such settlements, to deal with a shower of asteroids that are impacting on the planet. **Tuvok** and **Neelix** travel to the surface in a shuttle, but the atmospheric turbulence causes them to crashland. The surface is rocky, sandy, and windswept, due largely to the falling asteroids.

Neelix spots an **orbital tether** that ascends a pole into the planet's atmosphere; it is similar technology to a **mag-lev carriage**, on which he has worked before. The **Voyager** crew members later discover that another race of humanoids, the **Etanian**

Order, are creating artificial asteroids, and launching them at the colony, so that they can claim the planet for themselves when the Nezu evacuate.



FIRST VISITED: UNRECORDED

STARSHIP LOG: 'RISE'

The Nezu colony world is beset by atmospheric turbulence.

TARESIA

CLASS-M PLANET

Harry Kim suddenly begins to display an instinctive knowledge of **Taresia**, and the surrounding star systems. The Taresian people make contact, and welcome him back as one of their own, claiming that Harry's mother was impregnated, on Earth, with Taresian DNA; he is apparently genetically programmed to return to Taresia.

The planet has a population of humanoids, 90 percent of whom are female; as a result, men are afforded a special place in their society. A man can take three wives; the environment is calm and sensuous, designed to seduce the males, and help maintain the population. In truth, the men are killed by having their body cells denucleated to supply genetic material. Male children are so rare on Taresia that the inhabitants use a retrovirus to infect other suitable species, to help breeding; Kim was most likely infected on an away mission to a nearby planet. The Taresians are at odds with the neighboring **Nasari** over this procedure, but they are an advanced society, and their ships are easily able to defeat three **Nasari Vessels** in battle. Taresia is also protected by a sophisticated shielding device, a **tachyon grid** projected by satellites, that keeps away intruders.



► *Harry Kim finds himself drawn to Taresia, a planet on which males are a highly-valued minority.*

FIRST VISITED: STARDATE 50732

STARSHIP LOG: 'FAVORITE SON'

The Guide to the STAR TREK Galaxy

FILE 3 CARD 6E



CHARTING
THE GALAXY



CHARTING
THE GALAXY

DELTA QUADRANT

BORG PLANETS

CLASS: UNKNOWN

The *U.S.S. Voyager* finds itself in **Borg** space, where the crew are amazed to discover that **Borg cubes** and worlds are being destroyed by a race known as **Species 8472**. These life forms are tripodod, more than three meters tall, and extremely aggressive. Each of their cells contains a hundred times more DNA than a human cell; they are the most densely-coded form of life known to *Voyager's EMH*. They also have an extraordinary immune system that allows them to resist the Borg assimilation process.

The crew of *Voyager* come across a disabled cube, and are able to access its tactical database. This reveals that the Borg have been attacked by Species 8472 on at least a dozen occasions in the last five months. The **Northwest Passage**, an area of space discovered by *Voyager* that shows no signs of Borg activity, is full of Species 8472's **bio-ships** – 133 of them, with more appearing from a **quantum singularity**.

Voyager enters a system that contains three Borg worlds orbiting its sun; the crew later discover that eight Borg planets and 312 ships have been destroyed so far, along with more than four million drones.

Soon after, *Voyager* enters **fluidic space**, the home of Species 8472, through an interdimensional rift. The environment into which they emerge has a strange texture, full of viscous matter; there appear to be no stars or planets.



► The BIO-SHIPS crewed by Species 8472 emerge from a quantum singularity.

► Chakotay must plot a hazardous course through Borg space.

FIRST VISITED: UNRECORDED
STARSHIP LOG: 'SCORPION', PART I

UNNAMED PLANET

CLASS-M PLANET

Chakotay is on a survey mission when he detects **omicron radiation** coming from a nearby planet. After entering the planet's atmosphere, he is attacked, and must perform an emergency **transport** to the surface. He lands on the southernmost continent, and discovers a war in progress. Both sides claim the other is guilty of atrocities against their people.

Defying the **Prime Directive**, Chakotay becomes involved in the war, taking the side of the **Vori** against the **Craden**. Both races are humanoid, but the Vori are more human-looking, while the Craden have shrivelled skin and large jaws with protruding teeth. Their war takes place within a jungle. A few days later, the *U.S.S. Voyager NCC-74656* tracks Chakotay's shuttle to the planet, and contacts the Craden for help. Tuvok discovers that Chakotay is fighting for the Vori; they have used mind-control techniques to indoctrinate him. The scenarios he has experienced are carefully managed to exploit his sympathy, and gain his loyalty.

FIRST VISITED: STARDATE 51082 STARSHIP LOG: 'NEMESIS'



► A brainwashed Commander Chakotay becomes passionately involved in the conflict between the Vori and the Craden.

UNNAMED MOON

CLASS-M MOON

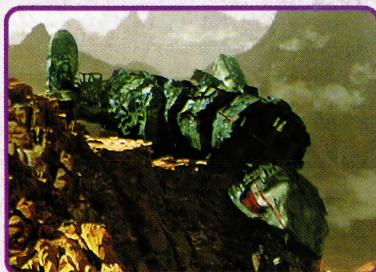
The *U.S.S. Voyager* enters **Bomar** space. This race likes to maintain a strong bargaining position when trading with peoples such as the **Nazardene**, and so are highly secretive. **Captain Janeway** attempts to negotiate a path through their space, but the Bomar, who are ruled by a sovereignty, insist that the ship must take a roundabout route, avoiding all of their populated systems and industrial areas. The ship must also submit to 17 inspections at checkpoints along the way.

While these negotiations continue, *Voyager's* newest crew member, **Seven of Nine**, begins to suffer from hallucinations; her Borg implants are reasserting themselves. She steals a shuttle, and heads deep into Bomar space. Because of the sophisticated Bomar sensor grid, **Paris** and **Tuvok** must pursue her in another shuttle. Seven of Nine follows a distinct resonance frequency to a **Class-M** moon, orbiting the fifth planet of a yellow dwarf star system. She and Tuvok beam to the surface, which is apparently lifeless. There they discover a crashed ship, inside of which is a **Borg** transmitter. Seven recognizes the ship as the **Raven**, the vessel on which she lived with her parents until her assimilation at the age of six. The Bomar attack the *Raven*, but Paris is able to beam his crewmates to safety.

FIRST VISITED: UNRECORDED STARSHIP LOG: 'THE RAVEN'



► The aggressive and defensive Bomar are protective of their property, and highly secretive about their colony worlds.



► The RAVEN lies, abandoned, on one of the Bomar worlds. The sight of it prompts Seven of Nine to remember her childhood and assimilation.

THE
BAJORANS

The Guide to the STAR TREK Galaxy

FILE 10 CARD 16D

THE
BAJORANS

TRAKOR'S THIRD PROPHECY

An ancient Bajoran prophecy predicts disaster for the first joint science mission between the Cardassians and the Bajorans, but even the Emissary, Commander Sisko, refuses Vedek Yarka's request for the project to be abandoned.

Three thousand years ago, a Bajoran named **Trakor** first encountered the Bajoran **Orb of Change**. Trakor's contact with this sacred artifact resulted in a vision, and the record he made of his experience became part of the sacred texts of his people. What he saw was considered to be a message from the **Prophets**, a warning of events that would unfold in **Bajor**'s future.

Over the following millennia, Trakor's words are translated and retranslated. It is difficult to be sure of the exact meaning behind them, especially as they

were couched in metaphor to begin with. As with many such ancient texts, the prophecy is closely scrutinized by Bajoran clerics, including, in the 24th century, a devout **vedek** named **Yarka**.

Three vipers

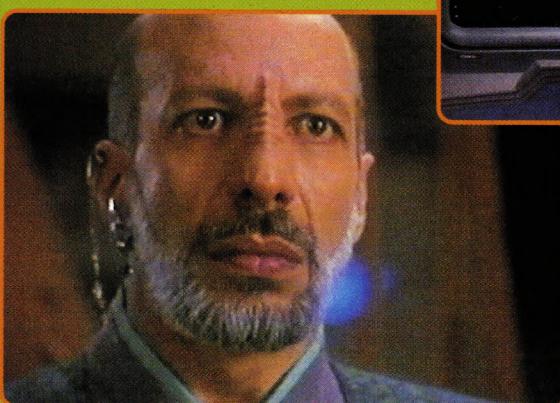
In the religious texts of the 24th century, the translation of **Trakor's Third Prophecy** reads as follows: "When the river wakes, stirred once more to **Janir**'s side, three vipers will return to their nest in the sky. When the vipers peer through the temple gates, a sword of stars will appear in the heavens, the temple will burn, and the

gates will be cast open."

Yarka begins to suspect that the prophecy is coming true when the **Qui'al Dam** is put back into operation, diverting water once again to the city of Janir, just as

foretold in the prophecy.

He also learns that a team of **Cardassian** scientists are soon to arrive on **Deep Space Nine**, to undertake a joint science venture with the Bajoran



► Sword of stars

A silithium-rich comet is drawn into the wormhole, apparently confirming Trakor's prophecy.

► True believer

Vedek Yarka is convinced that the wormhole will be destroyed if the joint project goes ahead.

and **Federation** staff of the station. The scientists are planning to set up a communications relay, that will operate through the **Bajoran wormhole**.

Proof of the prophecy

Yarka takes this news to be further proof of Trakor's Third Prophecy. He sees the Cardassian scientists as the vipers of the text, *Deep Space Nine* (originally the Cardassian-built *Terok Nor*) as their nest in the sky, and their mission as an attempt to peer through the temple gates – the wormhole.

Fearing that this will lead to the burning of the temple – the destruction of the wormhole – Yarka takes his theory to the **Vedek Assembly** and the **Kai**, but his interpretations are dismissed. Yarka has recently been defrocked for opposing the Bajoran-Cardassian peace treaty, and it is believed that his hostility toward the Cardassians is impairing his judgment in this matter. It is even suggested by

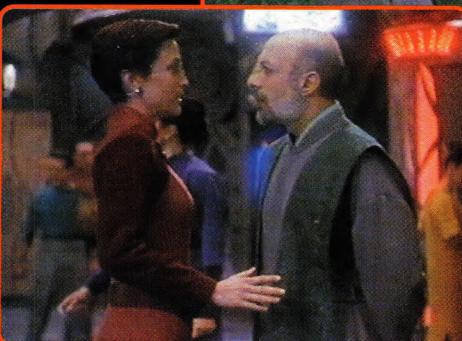
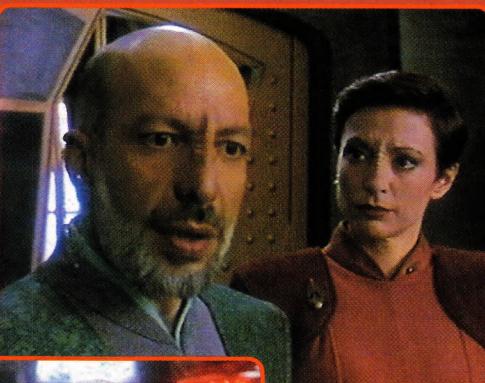
INTERPRETATIONS IGNORED

In confidence

Vedek Yarka is so sure of his interpretation of the ancient texts that he is not put off by the refusal of the Kai to listen to his fears. Yarka's isolation from mainstream Bajoran religious beliefs only increases his conviction that he is correct.

Like many Bajorans, Yarka also believes that Starfleet Commander Benjamin Sisko is the Emissary, a belief compounded by certain events unfolding just as the holy texts prophesied they would. Yarka thus goes directly to Sisko to air his views. When the commander refutes his reading of the prophecy, Yarka asks permission to remain on *Deep Space Nine* and pray, along with his followers. Sisko grants this request, but asks Security Chief Odo to make sure that Yarka and his group do nothing to hinder the project, or make the Cardassian scientists on the station feel uncomfortable.

► **Yarka's opposition to peace between Cardassia and Bajor may have led to the loss of his vedek status, but his conviction and ceaseless lobbying still attract devoted followers to his cause.**



► **Major Kira finds that she is torn between her firm belief in the word of the Bajoran Prophets, and what she feels is best for her planet's future and prosperity; communication with the Gamma Quadrant will be of great benefit to her people.**

GALAXY FACTS

The silithium that seeps out into the wormhole prevents the phenomenon from closing completely, lodging it permanently slightly open.

Trakor also made a fourth prophecy. This, too, involved the Emissary, foretelling that he would one day face a fiery trial.

Sisko prefers that the Cardassians remain unaware of the prophecy.



Third viper

The arrival of the third Cardassian scientist adds credence to the prophecy.



THE
BAJORANS

The Guide to the STAR TREK Galaxy

FILE 10 CARD 16D



THE
BAJORANS

TRAKOR'S THIRD PROPHECY



Comet approaching

The wormhole opening causes a gravitational surge, which alters the course of a nearby comet.

some that Yarka is simply trying to block this first attempt at productive and peaceful collaboration.

Exasperated, Yarka takes his fears to **Commander Benjamin Sisko**, the **Emissary** of the Bajoran people, but Sisko, too, doubts his interpretation. The commander has nothing but respect for the belief system of the Bajoran people, but first and foremost he is a **Starfleet** officer, with all the secular and scientific rationalism that implies. The scientific team goes ahead with its mission.

Containment

A SHUTTLEPOD, protected by a subspace bubble, is flown into the fragments.

Fragments

Attempts to destroy the comet before it reaches the wormhole succeed only in shattering it into three pieces.

Even the arrival of a third Cardassian scientist, when only two were expected, fails to convince Sisko that the trio are the vipers of legend. Neither does the unexpected appearance of a comet – that could be seen as the prophecy's 'sword of stars' – persuade Sisko to abandon the plan.

Metaphors

The events that unfold illustrate the dangers in trying to assign literal meanings to the elusive metaphors of the prophecies. The scientific team appear to be on the verge of a disaster, justifying Yarka's fears, when the signal sent by the relay unexpectedly causes the wormhole to open. This

causes no direct damage, but does divert the path of the nearby comet toward the wormhole; if it enters, the **silithium** of which it is composed threatens to cause a chain reaction that will collapse the wormhole.

Sabotage

Further problems are created by the sabotage of a weapons array by the Cardassian **Obsidian Order**; attempts to vaporize the comet serve only to split it into three separate sections. Disaster is averted when Commander Sisko and **Major Kira** manage to pilot a **Shuttlepod** between the three segments, and project a field around them that contains most of the silithium.

A little of the substance leaks out, but this proves to be beneficial to the relay project; the silithium trail left in the wormhole acts to relay the signal through, ensuring the success of the operation. Communications can now commence with the **Gamma Quadrant**.

As Sisko and Kira exit the wormhole, the major

Communication

The wormhole's reaction to the comet's silithium causes the relay to start transmitting.

realizes that all of the prophecy has come true, just not in the way Yarka expected. The 'sword of stars' is indeed the comet, but the three vipers refers not to the Cardassian scientists, but to the three segments of the partially-destroyed comet. These have indeed burned the temple gates, so that they will never close again.

As foretold, the Emissary has used the 'sword of stars' to peer through the temple gates – but this has led to a successful outcome, not the disaster Yarka expected.

Successful venture

If Sisko had accepted Yarka's interpretation, the mission would have been abandoned. The relay would not have come into use, depriving the Bajoran people of a valuable piece of technology, and allaying the success of the first joint peacetime venture between the Bajorans and the Cardassians. Instead, Sisko's determination to follow his instincts leads to a beneficial outcome for all concerned, and all in keeping with the vision of the future experienced by Trakor 3000 years before.



Benjamin Sisko is reluctant to lend credence to the warning, but he does study the writings concerning ancient Bajoran prophecies.

they once showed a vision of the future to Trakor, who then wrote it down as the Third Prophecy? Sisko can see the logic in this, but he still wants more concrete evidence before he abandons the mission.

Commander Sisko loses his patience with Major Kira when she compares the comet to the prophecy's 'sword of stars.'



Admission

Yarka tells Sisko about the Fourth prophecy; his words warn the commander of DEEP SPACE NINE that he will be sorely tested, the text describes a fiery trial.

FALSE PROPHECY, NO RETURN?

Growing faith

Benjamin Sisko may be skeptical about the ancient Bajoran texts, but he is also careful not to dismiss them out of hand – especially as several have already come true. Major Kira, as a loyal follower of the Bajoran religion, is more inclined to put her faith in the texts. She argues with Commander Sisko that, as even the secular Federation accepts that the wormhole aliens (as they call the Prophets) exist outside linear time, why is it so impossible to believe



The Guide to the STAR TREK Galaxy

FILE 17 CARD 5

THE
Q CONTINUUM

THE
Q CONTINUUM

THE POWER OF THE Q

The Q are other-dimensional beings of almost godlike power. They are capricious, ineffable, and virtually immortal; their origins are lost in the dim past, as is the source of their apparently limitless abilities.

The domain of the powerful Q is the **Q Continuum**, but their playthings are time and space. Their powers range from making simple alterations in appearance, to manipulating the basic building blocks of the universe. The mere mention of their name provokes irritation, and even fear, in any race which has had the misfortune to encounter them.

The Q have influenced the course of human and Galactic events for countless centuries, but it is not until the year 2364 that they reveal their existence to the **Federation**. Several

members of the Continuum have been observed since then, each displaying an array of extraordinary abilities. One Q in particular, referred to herein simply as **Q**, has been encountered more than any other, and it is from these meetings that most information regarding these beings derives.

Pocket realities

The Q are adept at producing alternate realities in which to indulge their insatiable curiosity. Some of the 'pocket realities' created by Q include a courtroom set in Earth's postatomic 21st-century, and an elaborate recreation of Earth's Sherwood Forest.

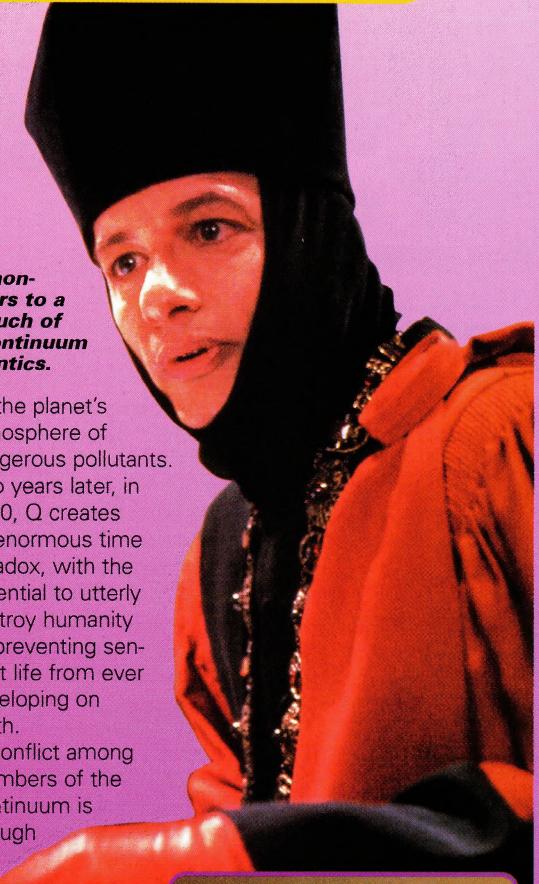
► **The being known as Q demonstrates his incredible powers to a number of Starfleet officers. Much of Starfleet's knowledge of the Continuum derives from Q's mischievous antics.**

In 2372, the incomprehensible conflict that is the Q civil war is presented to human observers in the form of the 19th-century American Civil War.

Members of the Q Continuum also possess the ability to effect changes in the basic structure of the universe. In 2366, Q alters the gravitational constant of the universe, in order to move a moon of **Bre'el IV** into safe orbit around the planet. On **Tagra IV**, developing Q, **Amanda Rogers**, uses her nascent abilities to

rid the planet's atmosphere of dangerous pollutants. Two years later, in 2370, Q creates an enormous time paradox, with the potential to utterly destroy humanity by preventing sentient life from ever developing on Earth.

Conflict among members of the Continuum is enough



THE MANY GUISES OF Q

Costume changes

Changing appearance may be little more than a cosmic parlor trick, but donning new guises still seems to be a favorite pastime for the Q. Accompanied by a flash of bright light, these changes range from simple wardrobe adjustments to more extreme physical alterations.

The Q familiar to Captain Picard swaps appearances many times, wearing the clothes of military and mythical Earth figures, and even becoming a three-headed Aldebaran serpent. To tease Starfleet officers, Q often wears a high-ranking Starfleet uniform when he makes his unscheduled appearances. He also claims to have taken the form of a Belzoidian flea, and a Markoffian sea lizard.

The Q often appear in a guise familiar to their audience, because their true nature is unfathomable to lesser beings. When dealing with humans, for example, the Q take on a humanoid shape.

► **Q's ability to transform matter enables him to create authentic replicas of Earth costumes and habitats. In 2367, Q recreates the legendary of Sherwood Forest.**



► **Q first meets with members of Starfleet in 2364. He adopts a number of guises, all drawn from Earth's colorful history.**

► **In 2364, Q dons a 20th-century United States military uniform, to help make his point that humans are an inherently violent and warlike race.**

The Guide to the STAR TREK Galaxy

FILE 17 CARD 5

THE
Q CONTINUUM

THE
Q CONTINUUM

Q returns to taunt the crew of the U.S.S. ENTERPRISE in 2364. On this occasion, he conjures up a scene from the Napoleonic wars.



to detonate supernovas throughout the Galaxy. It is not beyond their ability to manipulate whole astronomical formations. **Quinn**, a Q dissident, reportedly once 'misplaced' the entire **Deltived asteroid belt**.

Instantaneous travel anywhere in the Galaxy is child's play to the Q. In 2365, Q transports the **U.S.S. Enterprise NCC-1701-D** 7000 light years beyond Federation space, into the **Delta Quadrant**.

Temporal tumult

The Q also have the power to take others back in time, allowing them to relive or even change events from the past, or to provide glimpses into the future. It is not clear if these glimpses into parallel history actually exist, or are more pocket realities constructed by the Q. The alternate timelines experienced by **Captain Jean-Luc Picard** in 2370 shared a future that cannot come to pass.

Transformations

Members of the Q Continuum are capable of effecting profound changes in mortal creatures. In 2364, Q freezes **Tasha Yar**, security officer aboard the *U.S.S. Enterprise*; in 2369, he transforms **Chief Medical Officer Beverly Crusher** into an Irish Red Setter, a breed of Earth canine. Q also has the ability to place mortal beings into a deep sleep.

On other occasions, the

THE POWER OF THE Q

their omnipotence, when presented with enough reason. Until 2372, procreation between two Q can only be accomplished if the parents-to-be choose to relinquish their status within the Continuum, along with all their powers. The parents of Amanda Rogers chose this mortal path in order to raise a family. As a result of efforts to end the Continuum's recent civil war, Q

and his female companion discover a method of spawning children; this appears to be the development of a new ability.

The highly advanced and secretive nature of the Q makes a detailed study of their kind difficult. However, given their fascination with the business of mortals, there should be ample opportunities for further observation in the future.

GALAXY FACTS

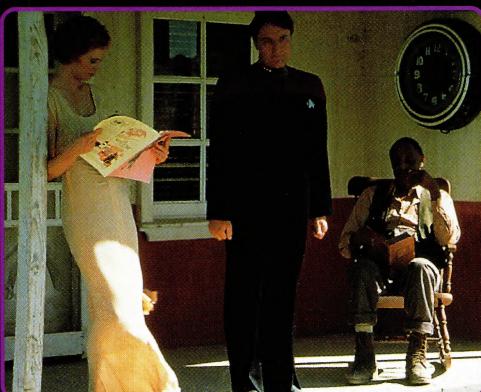
The Q's ability to spawn children is symbolically represented by the touching together of their index fingers.

The Q can create 'pocket realities,' tailored to the species with which they are communicating. Q particularly enjoys making worlds that are instantly familiar to humans, such as Sherwood Forest.

Q TOO

From the Continuum

Q may be the most familiar member of the Continuum, but Starfleet has encountered others of his kind since first contact in 2364. All of the Q possess Q's limitless transformational powers, but not all of them share his talent for mischief and disruption. Continuum members often use their abilities to aid, rather than impede, other life forms, and many of the Q clearly take a dim view of Q's activities, as he learns when he is stripped of his powers.



Great power does not automatically lead to happiness. Quinn, the renegade Q, chooses to deliberately end his existence.



In 2366, Q is punished for spreading chaos throughout the Galaxy; his powers are temporarily removed at the behest of another member of the Continuum.

Amanda Rogers only becomes aware that she is a Q in 2369. She uses her newfound powers to remove air pollution from Tagra IV.

For four billion years, Q has enjoyed a relationship with a female from the Continuum.





FILE 26 U.S.S. ENTERPRISE NCC-1701-E

SHIP:

U.S.S. ENTERPRISE NCC-1701-E

SYSTEM:

WARP NACELLES

BRIEFING:

PROPELLSION

The warp nacelles installed in the new, **Sovereign-class U.S.S. Enterprise NCC-1701-E** are the product of 300 years of experience with warp technology. These nacelles have been remodeled cosmetically, structurally, and functionally from their predecessors. They are positioned aft of, and parallel to, the saucer section of the ship, in a configuration that allows the most energy-efficient, stable warp field compression possible.

These nacelles are simply the most massive ever created for a **Starfleet** vessel. From front to back, these nacelles are roughly the same length as the entire original **U.S.S. Enterprise NCC-1701**. Additionally, while nacelles are traditionally two-thirds the size of the ship's saucer section, these are proportionately larger; **Sovereign-class** ships are the first to have nacelles the same length as the saucer section.

Gone is the classic tube-shaped nacelle profile. The new design flares in front, and is followed by a tapered body that houses the warp field coils and the nacelle control room. The design of the semicircle of coils has not changed appreciably; there are just a lot more of them in this incarnation.

Dramatic changes

The wider portion of the nacelle's forward section houses the newly-redesigned **Bussard collector assembly**. Instead of the single red collector at the tip of the nacelle, each nacelle now has three starboard **Bussard ramscoops**, offering a larger overall interstellar hydrogen collecting surface. This new approach adds redundancy to the system, allowing a portion of a collector to be damaged without crippling the whole assembly.

The most dramatic change in nacelle appearance is the extraordinary blue glow emanating from the nacelle canopy; an observer might almost feel as if they are looking straight into the inner workings of the nacelle. This illusion is the result of expanding the warp engine field grille. In a previous type of ship, the **Galaxy** class, the relatively modest grille insertions peeked out from behind the Bussard collectors, and bisected the length of the nacelles. The

warp engine field grille now covers the top of the nacelle, and is the most striking and visible aspect of the devices.

Reaction control thruster quads – one port and one starboard, at the aft of each nacelle – replace the single reaction control thrusters in earlier systems. Again, dividing the system provides additional control and redundancy. Should one thruster become inoperative or damaged, all thruster control for the nacelle is not necessarily removed.

Emergency equipment

New features on this *Enterprise* include emergency plasma purge vents in the nacelle support pylons. The vents trace the length of the pylons, and are adjacent to the power transfer conduits that supply plasma to the warp field coils. This ventilation system provides engineers with another safety buffer – a technique for removing super-heated plasma from the ship without having to resort to dumping the warp core, or shutting down systems. The ship's engineers can bleed-off heated plasma before it reaches the warp field coils.

The outboard nacelles boast a few minor cosmetic alterations, as well. First, the space-craft identification information (typically the registry number) has been moved from the supporting pylons to the nacelles. The docking and docking lights have also been repositioned, to the forward portion of the nacelles. The removal of the **Federation** insignia, behind the Bussard collector, rounds out the visible differences in the *Sovereign-class* design.

As with the ship's predecessor, the nacelles contain deflector shield generators that are part of the overall deflector system installed on every starship. In the event that the nacelle field generators fail, other generators aboard the ship extend to cover this critical part of the ship. *Sovereign-class* ships are the first, however, to use **multiphasic shielding**.

The *U.S.S. Enterprise NCC-1701-E* nacelles were fabricated using the same basic materials as previously – **tritium**, **duranium**, cobalt cortenide, **verterium** cortenide, and tungsten-cobalt-magnesium – and assembled with the



▲ The remodeled warp nacelles of the SOVEREIGN-class U.S.S. ENTERPRISE NCC-1701-E are the culmination of 300 years of technological advances.

same gamma-welding manufacturing techniques employed during the construction of *Galaxy-class* vessels. Improved stress protection is provided by the innerframing members for the pylons, and thermal isolation struts for the plasma injection system.

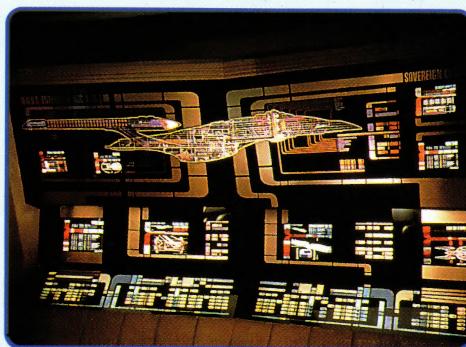
The basic warp drive process in the new *Enterprise* works as it has in every starship since the **Phoenix**. The *Sovereign-class* nacelle design, however, includes new features, some of them inspired by Starfleet's encounters with the **Borg** and the **Dominion**. Most of the redesigns are the result of development in the areas of high-frequency subspace modulation, ship profiling studies, and the introduction of variable-geometry pylons.

These larger, more efficient warp nacelles, coupled with a decrease in the ship's internal volume, yield a cruising velocity of **Warp 8**, with a high warp velocity of 9.95 – about 5000 times the speed of light. *Sovereign-class* ships can travel at high speeds with impunity, as the warp drive system no longer creates the warp field effect, dramatically highlighted by **Dr. Serova** in 2370, that weakens the **subspace continuum**.

With its new engines, the *U.S.S. Enterprise NCC-1701-E* is as nimble as a ship half its size. Yet, as amazing as these nacelles are, a new set of improvements are undoubtedly already on the drawing boards.



▲ The newly-redesigned warp nacelles are larger and more efficient than their predecessors, allowing the helmsman to maintain a cruising velocity of Warp 8.



▲ This schematic of the ENTERPRISE, displaying a side view, clearly shows that the warp nacelles are now almost as long as the saucer section of the starship.



▲ The warp drive systems of SOVEREIGN-class starships are no longer harmful to the subspace continuum; they can therefore travel at a high warp velocity of 9.95.

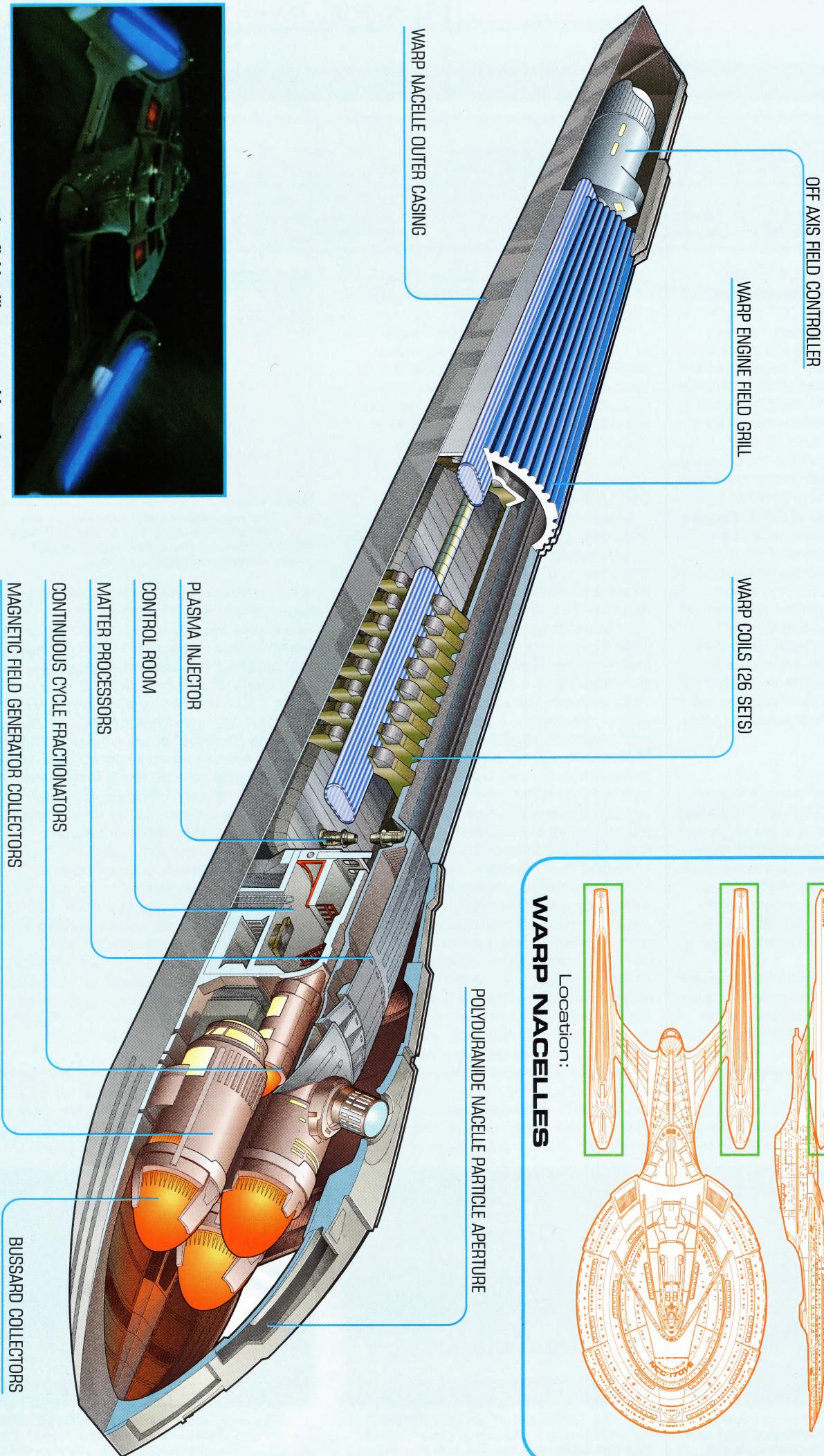


FEDERATION STARFLEET WARP NACELLES

FILE 26 CARD 10

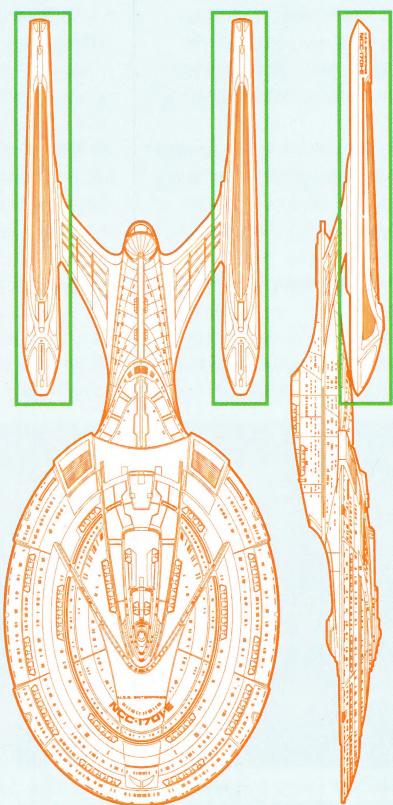


The expanding warp engine field grille creates a blue glow along each nacelle canopy.



WARP NACELLES

Location:



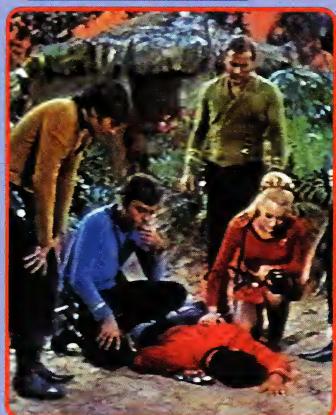


U.S.S. ENTERPRISE NCC-1701

PERSONNEL

CREW UNDER CAPTAIN KIRK: 2260'S

MARPLE



During the *U.S.S. Enterprise NCC-1701* landing party mission to **Gamma Trianguli VI**, security guard **Marple** is

NAME: MARPLE
RANK: CREWMAN
FIRST SEEN: 2267
STARSHIP LOG: 'THE APPLE'

► The Gamma Trianguli VI natives are ordered by their machine god, Vaal, to kill those who intrude on their paradise world. Marple dies from a severe head wound, inflicted with a heavy club.

killed by a severe head wound inflicted by a native, who is instructed by **Vaal** to attack the intruders with clubs.

MARTINE

▼ Angela Martine's wedding day ends in tragedy when her fiancé, Robert Tomlinson, is killed.



Martine serves on board the *U.S.S. Enterprise NCC-1701* during the **Romulan** incident of 2266. Martine is engaged to marry fellow crew member **Robert Tomlinson**, but their wedding ceremony is interrupted by news of a Romulan attack on an outpost in the **Neutral Zone**. Martine's fiance is killed during this conflict, but **Captain Kirk** finds the young ensign facing the tragedy bravely in the ship's chapel. She returns to her duties in time.

Martine later serves in the landing party to the **amusement park planet**, in 2267. She is apparently killed in an attack by a 20th-century Earth warplane, but this has actually been conjured up from the imagination of Martine's new admirer, **Esteban Rodriguez**. He is relieved when she is healed by the planet's **Caretaker**.

NAME: MARTINE, ANGELA

RANK: ENSIGN
FIRST SEEN: 2266
STARSHIP LOG: 'BALANCE OF TERROR', 'SHORE LEAVE'

MASTERS

NAME: MASTERS, CHARLENE
RANK: LIEUTENANT
FIRST SEEN: 2267
STARSHIP LOG: 'THE ALTERNATIVE FACTOR'

Charlene Masters serves as a staff engineer on board the *U.S.S. Enterprise NCC-1701*. In 2267, **Captain James T. Kirk** and his crew encounter the alien being known as **Lazarus**. He is, in fact, two entities: one composed of matter, the other from a dimension of antimatter. Masters is attacked by the evil

Lazarus, who attempts to choke her. Fortunately, she manages to call the bridge for help, and recovers to continue with her duties.

► Masters is a capable staff engineer and officer; she performs her duties with the utmost efficiency. She survives an attack by Lazarus in 2267.



MATSON

Lt. Matson is off duty, in the recreation room of the *U.S.S. Enterprise NCC-1701*, when **Lt. Kevin Riley** is poisoned by **Anton Karidian's** criminally insane daughter, **Lenore**. Matson requests a song from **Lt. Uhura** to keep Riley company, as he teased his fellow lieutenant for being put on duty in engineering alone. Lenore poisons Riley's drink as he listens to Uhura singing; Matson, Uhura, and the others in the recreation room are distracted by the entertainment. When Uhura finishes, they are alarmed to find that Riley is choking.



► Lt. Matson enjoys spending his off duty hours in the recreation room, where he can relax with his fellow crew members.

NAME: MATSON
RANK: LIEUTENANT
FIRST SEEN: 2267
STARSHIP LOG: 'THE CONSCIENCE OF THE KING'

MATTHEWS

Matthews accompanies **Captain Kirk** and **Nurse Christine Chapel**, of the *U.S.S. Enterprise NCC-1701*, on the landing party to locate the whereabouts of Chapel's fiance, **Dr. Roger Korby**. Matthews is killed by an ancient android called **Ruk**, whose creators are known only as the **Old Ones**. The unfortunate crewman is pushed off a sharp precipice by Ruk, while walking behind Kirk and Chapel; Kirk learns at a later date that his crewman's death was not an accident. Ruk admits responsibility.



► Captain Kirk and Nurse Chapel are horrified by Dr. Brown's lack of compassion when Matthews falls to his death.

NAME: MATTHEWS
RANK: CREWMAN
FIRST SEEN: 2267
STARSHIP LOG: 'WHAT ARE LITTLE GIRLS MADE OF?'





CREW UNDER CAPTAIN KIRK: 2260'S

McGIVERS



McGivers is fascinated by colorful figures from Earth's past, and she enjoys painting historical pictures.

NAME: McGIVERS, MARLA

RANK: LIEUTENANT

FIRST SEEN: 2267

STARSHIP LOG: 'SPACE SEED'

McGivers serves as historian on the *U.S.S. Enterprise NCC-1701*. When the starship encounters a sleeper ship from 20th-century Earth, in 2267, McGivers is part of the landing

party that beams over to the old vessel to investigate. After the revival of one of the occupants, whom McGivers instantly identifies as **Khan Noonien Singh**, the lieutenant becomes captivated by this warrior from the past. She has only previously studied such colorful characters in history and fiction.

The evil Khan takes over the *Enterprise*, and revives the rest of his genetically-engineered crew. McGivers decides to

follow him, but the lieutenant remembers her loyalty to **Starfleet** when Khan threatens to kill **Captain James T. Kirk**; McGivers secretly frees Kirk, thus helping him to defeat Khan. The captain gives McGivers the choice between court-martial and exile, and she decides to leave the service and become Khan's wife, on the harsh planet **Ceti Alpha V**.

She is later killed by the indigenous parasite eel creatures.

MEARS

Mears is a member of the *Galileo* shuttlecraft crew when the ship crashlands on **Taurus II**. She escapes with only a bump on the head, and continues to serve out her duties,

despite being obviously anxious about their perilous predicament. Unlike the rest of the edgy *Galileo* crew, she refrains from disputing **Mr. Spock's** command decisions.

NAME: MEARS

RANK: YEOMAN

FIRST SEEN: 2267

STARSHIP LOG: 'THE GALILEO SEVEN'



Yeoman Mears wears a brave face after the GALILEO SHUTTLE CRAFT crash-lands on Taurus II.

MITCHELL

Gary Mitchell serves at the helm of the *U.S.S. Enterprise NCC-1701* at the start of **Captain Kirk's** first five-year mission, and is the captain's best friend. When the *Enterprise* encounters an energy

barrier, Mitchell mutates into a malevolent, godlike being. Kirk reluctantly maroons his friend and colleague on **Delta Vega**, but Mitchell breaks free from his confinement, forcing Kirk to kill him.

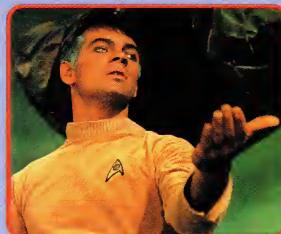
NAME: MITCHELL, GARY

RANK: LT. COMMANDER

FIRST SEEN: 2265

STARSHIP LOG: 'WHERE NO MAN HAS GONE BEFORE'

Gary Mitchell once saved Kirk's life, taking a poison dart that was fired at him by the rodents of Dimorus.



MONTGOMERY

Security guard **Montgomery** is asked by **Commander Spock** to accompany **Commodore Matt Decker** to sickbay. The commodore attacks Montgomery, however, and escapes the *U.S.S. Enterprise NCC-1701* in a shuttlecraft.



Montgomery fails in his duty to escort the disturbed Commodore Decker to sickbay; he is easily overpowered by a well-aimed punch from the older man.

NAME: MONTGOMERY

RANK: CREWMAN

FIRST SEEN: 2267

STARSHIP LOG: 'THE DOOMSDAY MACHINE'

MOREAU

Captain Kirk first encounters the **mirror universe** version of **Marlena Moreau** when he is accidentally transported into that parallel dimension, along with the rest of his landing party,



while beaming back to the *U.S.S Enterprise NCC-1701*. On returning to the primary universe, Kirk is pleasantly surprised to find that Moreau's primary counterpart has recently been assigned to the *Enterprise*.

The mirror Marlena Moreau is the 'captain's woman' in the primary universe, Kirk has a hunch they could get along.

NAME: MOREAU, MARLENA

RANK: CREWMAN

FIRST SEEN: 2267

STARSHIP LOG: 'MIRROR, MIRROR'

MULHALL

Mrs. Ann Mulhall is part of the landing party to **Sargon's planet** in 2268. Mulhall specializes in astrobiology, and she is fascinated by encounters with the unknown. She volunteers her body to house the mind of **Thalassa**,

an alien intelligence, while **Captain Kirk** houses the mind of **Sargon**, Thalassa's husband. Kirk and Mulhall feel a residual attraction toward one another, even after Sargon and Thalassa depart their bodies for eternal oblivion.

NAME: MULHALL, ANN

RANK: LT. COMMANDER

FIRST SEEN: 2268

STARSHIP LOG: 'RETURN TO TOMORROW'

Mulhall allows her body to house an ancient alien consciousness, Thalassa. When Thalassa finally departs, Mulhall still feels attracted to Kirk.



FILE 43 STARFLEET PERSONNEL

Deanna Troi: Ship's Counselor

The combination of extensive psychological training and her inherent empathic gifts makes Deanna Troi a very effective ship's counselor. The crew of the *U.S.S. Enterprise NCC-1701-D* greatly value Troi's sensitive advice and insights.

Starships are isolated communities, often cut off from contact with other societies for long periods of time. Life aboard a **Starfleet** vessel can also be monotonous or awkward, with as many as a thousand crew members, comprising several different species and attitudes, having to coexist and form one cohesive unit.

As in every community, there are specialists. These include a team of doctors, to tend to medical problems, but responsibility for the crew's emotional health falls to the ship's counselor.

Reading emotions

Commander Deanna

Troi is ideally suited to her role as counselor aboard two successive *U.S.S. Enterprise* starships.

Deanna is half-human, but her maternal **Betazoid** heritage means that she can 'read' emotions and feelings. Her skills are best defined as empathic, allowing her to sense inner conflicts in a person,

without the subject articulating their thoughts. Deanna's natural talents, combined with her extensive psychological training at the **University of Betazed** and **Starfleet Academy**, amply equip her for the tasks she faces.

Brain medicine

Troi's primary responsibility is to maintain the crew's mental health; to this end, she carries out interviews with the ship's personnel on a semi-regular basis, in order to update their psychological profiles.

Just as the *Enterprise*'s chief medical officer gives all members of the crew an annual physical exam to detect any health worries, regular sessions with the counselor are used to identify mental problems before they gain significance.

In some instances, Troi's natural empathic abilities enable her to sense hidden problems, some of which her patients may not even be aware. She is often called upon to intervene, and offer advice, in volatile

PROFILE OF A COUNSELOR

NAME: Deanna Troi

LIFE FORM: Half human, half Betazoid female.

RANK: Starfleet commander, promoted in 2370.

POSITION: Ship's counselor

EDUCATION: University of Betazed, majored in psychology.

STARFLEET HISTORY: Entered Starfleet Academy in 2355; graduated with honors, 2359.

PREVIOUS POSTING: *U.S.S. Enterprise NCC-1701-D* [2364]

CURRENT POSTING: *U.S.S. Enterprise NCC-1701-E* [2372]



▲ Deanna Troi admits that she may not be the most technically-minded member of the *U.S.S. ENTERPRISE* crew, but her counseling expertise is just as vital to the smooth running of the ship.

interpersonal situations.

Unlike most other officers on the ship, Deanna sometimes

chooses not to wear a Starfleet uniform, perhaps to promote the idea that she is a friend to the

DEANNA TROI: COUNSELOR IN COMMAND

At the captain's side

Troi sits to the left of Captain Picard on the *U.S.S. ENTERPRISE* bridge, ready to dispense advice, and inform his decisions.



In charge

In 2368, Troi must temporarily take command of the *ENTERPRISE*.

Friend and colleague

Picard and Troi share a close and open working relationship.





Deanna Troi: Ship's Counselor



crew, rather than a superior officer.

Troi is also at ease with children, which is helpful in her role as guide to the many parents aboard the *Enterprise*. Perhaps her most challenging duty in this regard is helping **Lt. Worf** cope with the arrival and caring needs of his son, **Alexander**, in 2368. Thanks to her good advice and ministrations, Worf comes to better understand his role as a father; as a single parent, he relies on the counselor for support.

Troi has her own office, but she can often be found on the bridge, where she occupies a seat next to the captain. She enjoys virtually unrestricted access to his **ready room**, and is often present as an observer during meetings.

Diplomatic counseling

As well as advising **Captain Jean-Luc Picard** on the emotional state of his crew, one of Deanna's key roles as counselor is to provide insights during diplomatic dealings with alien races. She can sense broadly the disposition of other species toward **Federation** representatives. Troi deals easily and naturally with new races, and is often selected for away missions on which there is the potential for **first contact**.

Troi's recommendations to the captain carry significant weight, and they share a close working relationship. More than anyone else, it is Deanna who helps Captain Picard cope with the horror of being assimilated by the **Borg** in 2367; she is also able to pick up on his anguish at the death of his brother and nephew in 2371, and help this very private man to articulate his feelings of loss and grief.

Another of Troi's tasks is to

★ Loss adjustment

Deanna Troi helps Ensign Janet Brooks to cope with the death of her husband, Marc.

promote crew morale. She often initiates group entertainment activities, and suggests specific **holodeck** programs for both recreational and healing purposes.

In 2364, Troi recommends to Picard that he relax in his favorite holodeck program – the adventures of private eye **Dixon Hill** – to help relieve the stress of preparations for a particularly difficult diplomatic encounter with the **Jarada**. The following year, the counselor suggests to **K'Ehleyr**, a visiting **Klingon** ambassador, that her anger at Worf can be excised in a session on the holodeck.

Mental fitness

Deanna Troi shares one critical responsibility with the *Enterprise's* **Dr. Beverly Crusher**: either officer can relieve a commanding officer of his or her duties, should it become necessary to do so. The doctor decides if an individual is physically fit for duty, while the counselor judges their mental fitness. It is a significant responsibility which Troi does not take lightly. In 2366, the counselor must consider removing Captain Picard from his command. She and the other senior officers are forced to take action, and Picard's odd behavior is eventually revealed to be the actions of an alien doppelganger.

Troi suffers the loss of her empathic abilities in 2367, when

"I've been fortunate to have access to your Betazoid abilities. Most starship captains have to be content with a human counselor."

— Captain Picard to Counselor Troi



★ First contact

Deanna Troi's empathic abilities are never more useful than when the crew of the U.S.S. ENTERPRISE encounter other races for the first time; she frequently joins away teams on diplomatic visits.

the *Enterprise* comes into contact with a group of spaceborne two-dimensional creatures. Deanna resigns from her position, worried that she will no longer be able to perform her duties properly.

Return to duty

The resignation is withdrawn when Deanna comes to realize that her years of training will enable her to continue functioning effectively as a ship's counselor. Empathic talents may be helpful in her work, but they cannot take the place of personal experience and insight. Captain Picard asks Deanna

to help the crew deal with the two-dimensional beings, and it is her quick thinking that leads to a solution, and also restores her empathic ability.

Deanna's character is again tested when she must assume temporary command of the damaged *Enterprise* in 2368. This experience prompts the counselor to take the **Starfleet Bridge Officer Examination**, but, while she is always keen to learn new skills, Deanna Troi's first love remains counseling. She continues her vital work aboard the **U.S.S. Enterprise NCC-1701-E**.

TROI AND SYMPATHY

Good with children

In 2365, Deanna Troi is impregnated by an unknown life form, and her maternal instincts are strong enough to preclude any thought of termination. This fondness for children is also reflected in the sensitive way Deanna treats even her youngest patients, who may need help in coping with bereavement, feelings of loneliness, or familial discord. The counselor is often the first person to whom distraught parents turn for help and advice; for example, in 2368, Ensign Daniel Sutter asks Troi what he should do about his daughter's growing attachment to her imaginary friend, Isabella, and they handle the matter together.



Healing a rift

Troi is one of the U.S.S. ENTERPRISE officers who help to bring about the reconciliation of young brothers Jake and Willie Potts.



Single parent

Worf frequently turns to Troi for advice on how best to raise his son, Alexander. She helps him to better understand the boy's feelings and behavior.



FILE 43 STARFLEET PERSONNEL

Jadzia Dax & Worf

Their courtship has its ups and downs, and the marriage almost does not happen, but Jadzia Dax and Worf cherish their time together, before it is cut tragically short by the crazed Gul Dukat.

The marriage between **Worf**, *Deep Space Nine's Strategic Operations Officer*, and **Science Officer Jadzia Dax** is full of conflict, passion and laughter.

The wedding ceremony is held on board *Deep Space Nine*, and involves full **Klingon** pomp and ceremony but, even prior to this, there are ructions. **Sirella**, Mistress of the **House of Martok**, orders many gruelling tasks for Jadzia before granting her permission to marry into the house; at one point frustrated and exhausted, Jadzia decides not to go through with the wedding. Eventually, with the advice of her good friend, **Captain Benjamin Sisko**, Dax realizes that, above all, she wants to marry Worf. She

makes peace with Sirella.

Once married, some things change between the unusual couple, but many do not. The couple battle each other in a **holosuite** program with **bat'leths**, a pastime they enjoy, even though it can result in bruises and broken bones; they both enjoy the rough and tumble.

Proud husband

Worf has also learned to admire Jadzia's skill in beating **Ferengi** at the game of **tongo**. He has, in fact, been known to bet on her ability to trounce her opponents. Even when she loses, he is not upset, as he would rather lose a bet on his wife than win with someone else.

Worf's idea of a fun vacation is to spend two weeks hiking across **Vulcan's**



PROFILE OF A MARRIAGE

THE WEDDING: Worf and Jadzia Dax are married on *Deep Space Nine*, in a traditional Klingon wedding. Jadzia is welcomed into the House of Martok.

THE HONEYMOON: The happy couple go to Casperia Prime, the vacation capital of the Horvian Cluster.

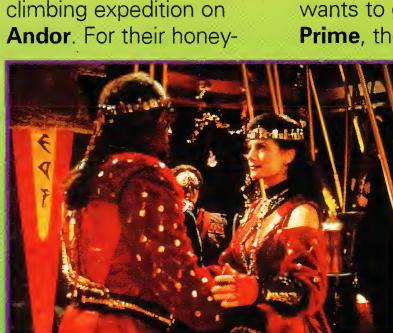
THE MARRIAGE: Worf and Jadzia are married for less than a year, but their time together is tumultuous, passionate, and contented. The union ends in tragedy when Jadzia is killed.

▲ The Klingon Worf and the joined Trill Jadzia Dax were born worlds apart from one another, but it seems that nothing can prevent their union. Their wedding is opposed by the Mistress of the House of Martok, but not even Sirella can stop their hearts beating in unison.

UNLIKELY COUPLE



★ Caring
Husband and wife enjoy taking care of each other. On one mission, Jadzia gives Worf her blanket to keep him warm; Trills do not mind the cold, but she knows that Klingons prefer warmer climates.



★ Well suited
The two officers are a perfect couple from the start, as they share many of the same hobbies and interests.

★ Two hearts
Even the machinations of Sirella cannot prevent the union of Worf and Jadzia.



Forge in the middle of the oppressive summer, or a climbing expedition on **Andor**. For their honey-

moon, however, Jadzia puts her foot down. She wants to go to **Casperia Prime**, the vacation capital

of the **Horvian Cluster**, where they can enjoy room service, a staff that will cater to their every whim, and a balcony off their large suite.

Compromise

Surprisingly, Worf agrees; after all, he got the Klingon wedding he wanted. As far as he is concerned, it is his duty as a husband to make adjustments in his lifestyle – to learn to compromise with his wife, and to be more easygoing. This unexpected *volte face* surprises and delights Jadzia.

The newlyweds appear to enjoy inviting people to their quarters for dinner. On one occasion, Jadzia asks **Kira Nerys** and a date to join them. Kira arrives with the **mirror universe** version of **Bareil Antos**, who





★ First duty

On a mission to the Badlands, Jadzia is gravely injured, and Worf is torn between loyalty to his wife, and his duty to finish the mission. He chooses to save Jadzia, even though it may cost him a future command.

is a thief. As a joke, Bareil pilfers Worf's **mek'lath**, and uses it to cut the dessert; the Klingon demonstrates how much marriage has mellowed him by complimenting Bareil on his skill.

Worf and Dax share their working lives, as well as their home lives. At times, they are called upon to accept missions together, and this can afford the opportunity for fun.

Professional relationship

On one mission, in which the shuttlecraft she is piloting has been miniaturized, Jadzia asks her husband to compose a traditional Klingon poem to commemorate the event. He reads it to her: "This is the story of the little ship that took a little trip." She tries to keep a straight face, but catches the twinkle in Worf's eye.

Another time, when piloting a shuttle through an asteroid field, Jadzia politely asks Worf if he would like her to slow down. He assures her that more speed would not bother him, and both enjoy the adrenaline rush that results from the increased velocity. Worf finds Dax's piloting skills most impressive, and there is much else about his wife that he admires.

Working on dangerous missions together can also lead to problems. When Worf and Jadzia are sent into the **Badlands** to rendezvous with a **Cardassian** spy, **Lasaran**, they must risk their lives to bring the man out of a jungle on a planet the **Soukara system**.

Jadzia is seriously injured, but urges Worf to continue with the

★ Team work

Before they were married, Jadzia and Worf managed to maintain a professional distance; as husband and wife, however, Worf is more protective of Jadzia. At times, this can annoy the independent Trill.



mission. He agrees, as duty must take precedence, but, with the thought of his wife bleeding to death haunting him, he turns back, effectively sentencing the Cardassian to death.

This incident has repercussions. Captain Sisko tells Worf that his decision will be included on his service record, and he will probably never get a command of his own, but the strength of the bond between the Klingon and **Trill** is too strong. Worf knows he would do the same thing again; for this reason, he and Dax are never again sent on the same mission. Worf tells the recovering Dax that his pledge to her overrules any other, including those made to **Starfleet**. It is a testament to their love.

The flame of passion is kept alive in this marriage, and sharing

MARRIED LIFE

Unlikely union

Jadzia Dax is attracted to Worf from almost the start of his service on Deep Space Nine, but their vastly different personalities would appear to make them an unlikely couple. Worf is a far more serious officer than the fun-loving Trill, but both revel in vigorous sporting activities, and Jadzia enjoys a unique insight into Klingon culture, thanks to the memories of one of her previous hosts, Curzon Dax.

Once they are married, the couple quickly overcome any differences. Worf makes an effort to accommodate the wishes of his new wife, while Jadzia humors her sometimes serious and moody husband. Their marriage appears to be stronger for these differences.

Throughout their year as husband and wife, Jadzia and Worf continue to enjoy spending time together, and even discuss the possibility of starting a family of their own.

"You're my wife. That comes first. Before my career, my duty, before everything. I don't regret what I did. And I'd do it again.

— Worf to Jadzia

quarters brings an added intimacy to their relationship; at times, Jadzia stumbles to her post in the morning, exhausted from a night spent with her Klingon husband.

The pair have not been married long before Jadzia and Worf consider having children, which may not be an easy process for a Klingon and a joined Trill. Nevertheless, Jadzia obtains an ovarian resequencing enzyme treatment from **Dr. Bashir**; the treatment appears to be successful, and Jadzia gives thanks at the Bajoran shrine on *Deep Space Nine*.

Widowed

Tragically, Jadzia is attacked by the insane Cardassian **Gul Dukat**, and the **Pah-wraith** that has possessed him. Later, with Worf by her side, Jadzia whispers that they would have had a beautiful baby, and dies.

Worf is devastated by the loss of his wife; they were married less than a year. The depth of his love is demonstrated once more when he embarks on a glorious mission to ensure Jadzia's spirit a place in the Klingon afterlife, **Sto-Vo-Kor**. Worf succeeds in his mission, but the wounds of his grief are

★ Jadzia's death

The couple's plans for a family are, sadly, never to be fulfilled. Jadzia is killed by Gul Dukat less than a year into the marriage, leaving Worf grief-stricken.

reopened by the arrival of the next Dax host. The Dax symbiont lives on in a young counselor, **Ezri**. Worf cannot love this woman as he did Jadzia, but he is still jealous of her friendship with Julian Bashir. Ezri possesses Jadzia's memories, and she understands Worf's feelings. This new Dax host is even prepared to leave the station to save Worf pain.

Worf tells Ezri that he loved Jadzia with all his heart. Part of him is glad that she is not gone forever, but, in some ways, it would be easier for him if she were. He asks Ezri to stay on the station, but it will take a while before he can accept that he has truly lost the woman he loved.



Poetic

Jadzia brings out the lighter side of the serious Klingon Starfleet officer; on one occasion, she even persuades Worf to write a poem to commemorate their mission together.



Entertaining

Once they are married, Worf and Jadzia enjoy inviting friends to dinner. On one occasion, Major Kira arrives with the mirror universe Bareil, who uses Worf's beloved **mek'lath to cut a pudding.**



Lore

Lore is one of only three functional positronic androids created by the cyberneticist Dr. Noonien Soong. Lore can experience real human emotions, unlike his 'brother,' Data, but his unstable personality often threatens innocent beings.

Lore is an android, created in the years 2335 and 2336 by the eccentric and reclusive cybernetics scientist **Noonien Soong**, and his wife, **Juliana**. Lore is constructed in the Soongs' laboratory on **Omicron Theta**. He is the Soongs' first functional positronic android; their previous three attempts were unsuccessful because of **positronic matrix** failures.

The android's physical framework and exterior are constructed of such materials as 24.6 kilograms of **tripolymer composites**, 11.8 kilograms of molybdenum-cobalt alloys, and 1.3 kilograms of **bioplast sheeting**. The android's upper spinal support

Head to head
Data inspects the head of his deactivated android twin, Lore.

Sons of Soong
In 2367, Dr. Soong's physically identical creations are reunited on Terlina III.

column is made from polyalloy, and his skull is composed of the highly durable elements **cortenide** and **duranium**.

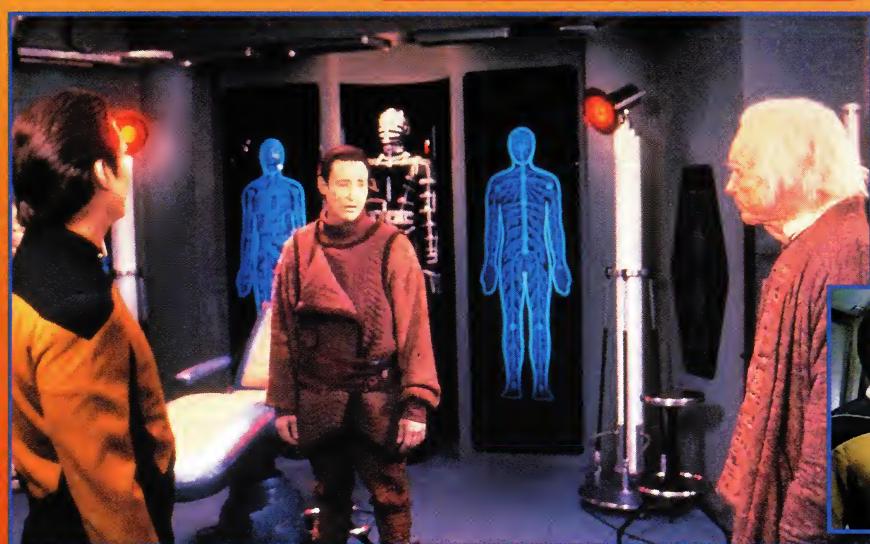
In spite of his yellowish skin and eyes, Lore is designed to mimic the appearance of humanoids, and Dr. Soong in particular.

Mechanics

Lore has a functional respiratory system that acts as an internal thermal regulation system; being an artificial life form, he has no need for true respiration, and can function for long periods in a vacuum. Lore's microhydraulic power is regulated via a circulatory system; this also serves to distribute biochemical lubricants throughout the android's body.



THE PRODIGAL SON



PROFILE ON LORE

NAME: Lore

LIFE FORM: Humanoid android

STATUS: Sentient being

FAMILY: Created by Dr. Noonien Soong and Dr. Juliana Soong, later Tainer. He is the 'elder brother' of the android Data.

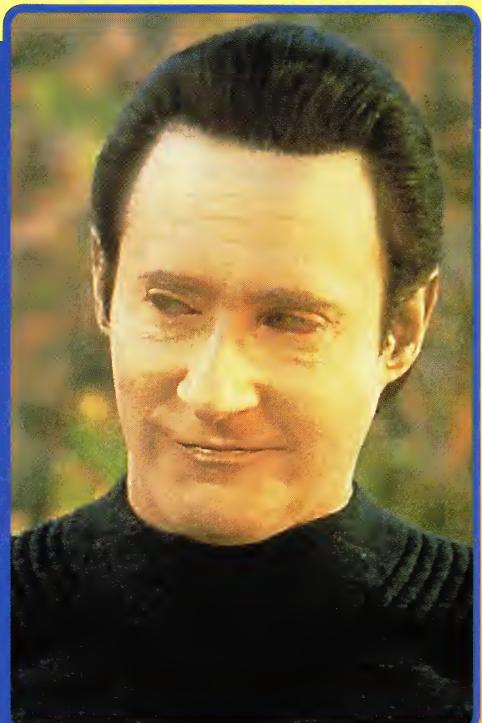
BECAME OPERATIONAL: 2335

STATUS: Deactivated by Data in 2370.

ABILITIES: The positronic brain implanted in Lore gives him advanced mental capabilities. An imbalance in his emotional attributes, however, causes him to exhibit manipulative and sadistic qualities; these have a detrimental effect on the android's perceptions and decision-making processes. Like Data, Lore is extremely strong.

FIRST SEEN: 'DataLore' [TNG]

LAST SEEN: 'Descent', Part II [TNG]



► Lore may appear identical to Data, but he lacks any of the compassion or innocence of his 'brother.' Lore has an acerbic tongue, and a low opinion of human beings; he believes he is superior, and takes delight in calling his creator "often wrong" Soong.

Lore is several times stronger than the average humanoid, and is able to sustain substantial damage before ceasing to function.

Lore's positronic brain, developed by Soong, was first postulated by the 20th-century Earth science fiction author, Dr. Isaac Asimov. The brain is highly advanced, and capable of

millions of calculations per second. Lore's brain can store vast amounts of information, and is capable of logical reasoning.

Within a short space of time, it became apparent to Dr. Soong that the human emotional responses built into Lore's programming had made him unstable. His behavior was seen as threatening by the Omicron Theta colonists, and they demanded that Soong dismantle Lore.



Twin brothers

The facial features of Data and Lore resemble those of their creator, Dr. Noonien Soong.

"Dr. Soong made me perfect in his first attempt. But he made me so completely human, the colonists became envious of me."

— Lore to Data



★ Changing places

When Lore is first reactivated in 2364, the only thing that distinguishes him from Data is a slight facial tic. Lore switches places with Data but the twitch gives him away.

The android was stored in a sealed underground storage area in Soong's lab, and Soong moved on to his fifth positronic project: **Data**. Lore remained disassembled until 2364. It is later learned that, prior to his deactivation, Lore formed an alliance with the deadly life form known as the **Crystalline Entity**, which led to the destruction of all life on the Omicron Theta colony – including, it was thought at the time, Dr. Soong himself.

Lore reassembled

An away team from the **U.S.S. Enterprise NCC-1701-D** investigates the remains of the Omicron Theta colony in 2364. There, they discover Lore's disassembled components in Soong's abandoned underground laboratory. One member of the away team is Lore's android 'brother,' Data, now a lieutenant commander in **Starfleet**, serving aboard the *Enterprise*. With the assistance of engineer **Geordi La Forge**, Data reassembles and reactivates Lore.

Unfortunately, Lore is still unstable. He exhibits sadistic and manipulative qualities, and impersonates Data by deactivating him and taking his Starfleet uniform. Lore unsuccessfully attempts to take control of the *Enterprise*, and is **transported** into space. The android drifts for approximately

two years, before being picked up by a **Pakled** ship.

In 2367, Lore is compelled to respond to a call sent by his creator, Dr. Soong. His internal homing device leads him to Dr. Soong's secret laboratory on **Terlina III**, as does Data's. Soong is surprised when Lore arrives, as he had no idea that the android had been put back together and reactivated.

Soong explains that he has created an emotion chip for Data; this enrages Lore, and he once again impersonates his 'brother' to trick Soong into installing the emotion chip in him instead. Lore attacks the elderly scientist, and then departs before a rescue team from the *Enterprise* can locate them. Soong dies, and Data is left without the emotion chip intended for him.

Family reunion

Lore later encounters a displaced cell of the **Borg collective**. Unused to the concept of independent thought, the group is disoriented and unable to function – until Lore offers them leadership, using his newly-enhanced emotional abilities to turn the drones to his purposes. The scheming android also uses his stolen emotion chip to project emotional impulses to Data, controlling his brother and bringing him to his side.



★ Rescued

Lore is transported into space to drift helplessly. More than two years later he is rescued by the Pakleds. When next encountered, he wears a Pakled uniform.



Lore intends to unite the "sons of Soong" with his group of Borg, turning the drones into completely artificial life forms. Lore plots the overthrow of the **Federation**, turns Data against his shipmates, and experiments on Geordi La Forge. Luckily, the *Enterprise* crew win out, thanks to the assistance of the Borg known as **Hugh**.

The defeated Lore is deactivated and disassembled; the emotion chip is removed, and later installed in its rightful recipient, Data. For the time being, Lore, Soong's first creation, remains in his component pieces, a necessary measure to ensure he can pose no threat to others.

A LORE UNTO HIMSELF

Lore and the Borg

Dr. Noonien Soong quickly regrets giving Lore real human emotions. The android has no time for noble human qualities; instead, he is cynical, paranoid, deeply resentful, and determined to prove himself superior to humanity. Lore's attempt to take over the **U.S.S. Enterprise** in 2364 ends in failure, but the rogue android refuses to abandon his quest for power.

In 2368, Lore encounters

a group of Borg who have lost their link to the collective. His charisma allows him to assume control, and he is able to persuade those whose loyalties waver to continue serving his cause. These drones call Lore 'the One,' and model themselves on his vicious behavior; they exhibit a devousness not seen in other drones, attempt to intimidate captors, and even, at one point, avenge a lost colleague.

► Borg leader

The group of Borg encountered by Lore are lost and disoriented, because Hugh has introduced them to the concept of individuality. Lore's commanding personality gives these Borg a new sense of purpose.



► False promises

Lore assures the Borg cell that he will transform them into totally artificial, sentient life forms, in preparation for an all-out assault on the Federation. In reality, Lore intends simply to use the Borg for his own ends, to gain the power he has always craved.



FILE 66 SPECIAL FACILITIES

Triskelion Gaming Arena & Weapons

Three disembodied intelligences, known as **Providers**, rule over the planet Triskelion. Their only pleasure comes from watching others participate in brutal gladiatorial contests, and wagering on the outcome.

The Gamesters of Triskelion love sports. Over many millennia, they have developed beyond physical bodies, and have achieved tremendous mental powers. Now they call themselves **Providers**, and force different species to participate in gladiatorial contests that closely resemble those of Earth's ancient Roman era.

The Triskelion games normally involve one-on-one combat, and require brute strength and superb fighting skills; the slave – known as a thrall – who remains standing at the end of the contest is the winner. Short rest periods allow the combatants to recover their strength, and liquid stimulants, to aid stamina, are given to the fighter by their personal **drill thrall**.

Drill thralls are gladiators who have achieved continued success in the arena, and who are now responsible for preparing others to

do battle. They are under the control of the **Master Thrall**, and they obey his every command.

When a thrall achieves success in training, he or she is chosen by one of the Providers through a process of bidding. The highest bidder among the Providers then brands the new thrall with their particular color; they become the property of that Provider, and act as his champion in the arena from that moment on. A thrall's choice is simple: slavery or death.

Cruel fate

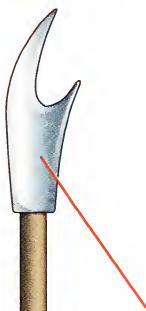
If a thrall disobeys a Provider, they are selected to become 'target practice' during training exercises. The target thrall is allowed to fight, but their hands are bound, and they are left weaponless against an armed opponent. It is a death sentence.

All of the weapons used within the arena are handheld. No

The gaming arena on Triskelion reflects the planet's unusual trinary star system, which has three suns revolving around each other. Gladiators are required to stay within one of the arena's colored sections; otherwise, they risk forfeiting one of their weapons.



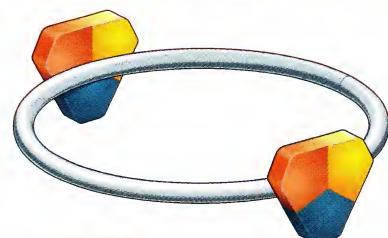
TRISKELION GAMING WEAPONS



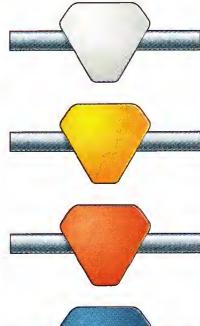
Speared Combatants in the gaming arena are provided with handheld weapons; no automatic armaments are permitted on Triskelion.

One of the more prominent weapons used in the Triskelion games is a double-edged spear, one end of which resembles a fish hook. This can stab and impale the unlucky opponent, and can also be used to rip the skin.

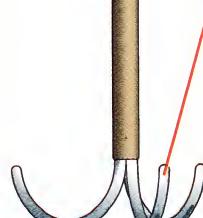
OBEDIENCE COLLARS



Made to obey The collars of obedience are activated by **Galt**, the **Master Thrall**. When dispensing pain, they glow with a bright white light. The color of the collar indicates to which **Provider** the thrall belongs.



These three prongs function like a grappling hook; they are used to grab the opponent and throw them off-balance, so that they can be impaled with the other end of the weapon.



Small, handheld knives are allowed in the gaming arena as secondary weapons.

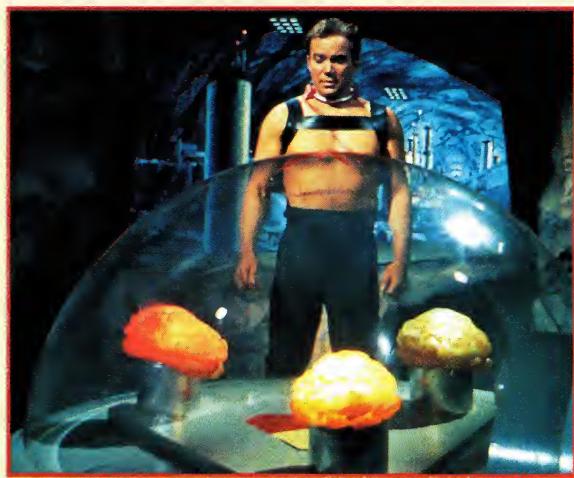


Kirk and Chekov, from the U.S.S. ENTERPRISE NCC-1701 are forced to participate in the Providers' violent games.



Collars of obedience are attached to the necks of all Triskelion thralls; these are able to dispense unbearable pain.

Triskelion Gaming Arena & Weapons



▲ The Providers bring James T. Kirk to their chamber. The captain agrees to fight three thralls; if he wins, he wants his crew and the other gladiators to be freed.

phasers, pistols, or other automatic weapons are permitted on Triskelion; the Providers have established a dampening field that effectively prevents any form of technological weapon from functioning.

Whips of several varieties are used; a thrall proficient in the handling of a whip can be a deadly opponent. Knives are often carried as secondary weapons; they come into play when a thrall loses their primary weapon.

A thrall exists to take part in the endless competitions, to please and amuse the Providers. Victory is



rewarded, disobedience punished with death. It is just as well that Captain James T. Kirk, of the *U.S.S. Enterprise NCC-1701*, wins a crucial wager in which the stake is the freedom of the slaves. In so doing, Kirk is able to finally bring the barbaric contests to an end.

▲ No distinction is made between the sexes in the games on Triskelion; Lt. Uhuru must fight alongside her male colleagues.

▼ Triskelion is located within an unusual trinary star system, with three suns revolving around each other. The planet's gaming arena reflects this design.





FILE 68 STAR TREK: THE ORIGINAL SERIES

STAR TREK: The Original Series A-Z Episode Guide Part 3

'THE MARK OF GIDEON'

FILE 68 CARD 71



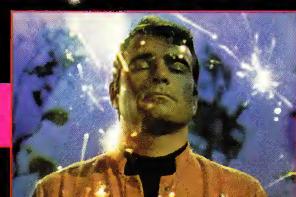
Captain Kirk attempts to visit the planet **Gideon**, but finds himself transported onto a duplicate of the **U.S.S. Enterprise**, inhabited only by a woman named **Odona**.



'THE MENAGERIE', PARTS I & II

FILE 68 CARD 15

Mr. Spock faces a court-martial after he takes **Christopher Pike**, paralyzed former captain of the **U.S.S. Enterprise**, to the forbidden world of **Talos IV**.



'METAMORPHOSIS'

FILE 68 CARD 30



The **U.S.S. Enterprise** crew discover that **Zefram Cochrane**, inventor of the **warp drive**, is being kept alive on an isolated planet by a being called the **Companion**.



'MIRI'

FILE 68 CARD 11

A landing party from the **U.S.S. Enterprise** visit a planet on which a virus prolongs childhood for hundreds of years; the onset of puberty brings madness and death.

'MIRROR, MIRROR'

FILE 68 CARD 38



A **transporter** accident sends members of the **U.S.S. Enterprise** crew into the **mirror universe**, where their savage counterparts work for the **Terran Empire**.



'MUDD'S WOMEN'

FILE 68 CARD 3

The **U.S.S. Enterprise** rescues spacefaring conman **Harry Mudd** and three women, who are using the highly-illegal **Venus drug** to make themselves more beautiful.



'THE NAKED TIME'

FILE 68 CARD 6



An intoxicating virus, transmitted through perspiration, causes the crew of the **U.S.S. Enterprise** to lose their inhibitions, and act out of character.



'OBSESSION'

FILE 68 CARD 46

Captain Kirk becomes obsessed with destroying the vampiric cloud creature that attacked his old ship, the **U.S.S. Farragut**, killing 200 crew members.



'THE OMEGA GLORY'

FILE 68 CARD 53



The **U.S.S. Enterprise** crew discover that **Captain Tracey**, of the **U.S.S. Exeter**, has taken sides in a dispute involving the **Yang** and **Kohm** races of **Omega IV**.



'OPERATION ANNIHILATE'

FILE 68 CARD 28

An outbreak of mass insanity, caused by **neural parasites**, takes the **U.S.S. Enterprise** to the planet **Deneva**, the home of **Captain Kirk's** brother, **George Samuel Kirk**.

STAR TREK: The Original Series A-Z Episode Guide Part 3



'THE PARADISE SYNDROME'

FILE 68 CARD 57

Captain James Kirk loses his memory after entering a strange alien obelisk on a peaceful, Earth-like planet. Kirk there falls in love with **Miramanee**, a woman of Native American descent.



'PATTERNS OF FORCE'

FILE 68 CARD 51



Federation cultural observer **John Gill**, one of **Captain Kirk's** teachers at **Starfleet Academy**, turns the planet **Ekos** into a military dictatorship, modeled on Nazi Germany.

FILE 68 CARD 48

'A PIECE OF THE ACTION'

After a visit from the **U.S.S. Horizon**, the planet **Sigma Iotia II** enthusiastically adopts the culture of 1920's Earth gangsters. **Kirk**, **Spock**, and **McCoy** try to reverse this cultural contamination.



'PLATO'S STEPCHILDREN'

FILE 68 CARD 66



A race of powerful telekinetics on the planet **Platonius** force **Kirk**, **Spock**, and other members of the **U.S.S Enterprise** crew to undergo a series of humiliating experiences.

FILE 68 CARD 44

'A PRIVATE LITTLE WAR'

The **Klingons** arm one side involved in an ancient struggle on **Tyree's Planet**. **Captain Kirk** sets out to restore the balance of power.



'REQUIEM FOR METHUSELAH'

FILE 68 CARD 75

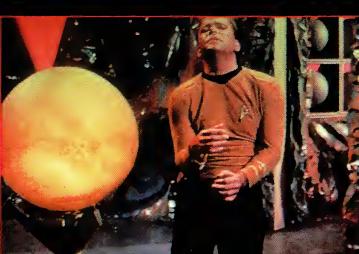


The **U.S.S. Enterprise** encounters **Flint**, an immortal who has lived on Earth in a number of guises. Flint has now settled on the planet **Holberg 917-G** with **Rayna**, his beautiful android creation.

FILE 68 CARD 21

'THE RETURN OF THE ARCHONS'

The crew of the **U.S.S. Enterprise** visit **Beta III** in order to investigate the disappearance of the **U.S.S. Archon**. They find that the planet is controlled by **Landru**, a powerful supercomputer.



'RETURN TO TOMORROW'

FILE 68 CARD 50

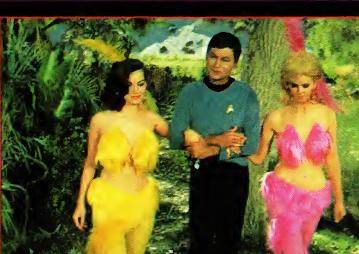


Three formless alien intelligences borrow the bodies of **U.S.S. Enterprise** crew members, so that they can build androids that will permanently house their minds.

FILE 68 CARD 76

'THE SAVAGE CURTAIN'

An entity resembling American president Abraham Lincoln invites **Captain Kirk** and **Mr. Spock** to the planet **Excalbia**, to participate in a battle between good and evil.



'SHORE LEAVE'

FILE 68 CARD 16

Dreams come terribly true for the crew of the **U.S.S. Enterprise**, when they take shore leave on a verdant planet in the **Omicron Delta** region. **Captain Kirk** is reunited with **Ruth**, an old flame, while **Dr. McCoy** is apparently killed by a black knight on horseback.



'Retrospect'

In the middle of helping to secure a deal for a new weapon system for the *U.S.S. Voyager NCC-74656*, Seven of Nine begins to suffer from repressed memories. The former drone accuses an alien trader of violating her by stealing her Borg technology.

Orbiting the planet of the **Entharans**, Captain Janeway negotiates with a weapons trader, Mr. Kovin, for a powerful **isokinetic cannon**; he claims it will make the **U.S.S. Voyager NCC-74656** feared throughout the **Delta Quadrant**. A deal is struck with Kovin: the crew will provide astrometric charts of *Voyager's* journey so far, and some **isolinear processor chips**, in exchange for the cannon. **Seven of Nine** is to help Kovin integrate his new weapon into the starship's systems.

In Main Engineering, Seven seems very tense as Kovin closely monitors her work. He begins to interfere, and tries to move the **Borg** away from the console in order to do the procedure himself. Suddenly, Seven angrily strikes the trader to the floor. **Chief Engineer B'Elanna Torres** and another crew member are forced to restrain the Borg before she can do Kovin any further injury.

Repressed memories

Seven is later examined in sickbay by the **Doctor**; the examinations are routine, but for some reason, the medical instruments are making the ex-drone very nervous. The Doctor notes that her adrenaline levels are rather high, and asks her to lie down for a scan. Seven suffers a panic attack, and asks the Doctor to stop the examination.

The captain is informed of Seven's emotional outburst. The Doctor reports that, in the absence of a ship's counselor, he has been adding psychotherapeutic subroutines to his program; he believes Seven is suffering from repressed memories.

The Doctor decides to explore the theory in Cargo Bay 2, Seven's natural environment, to put the Borg at ease. The **EMH** begins to help Seven recover her buried memories, but they are shocked to discover that these are more recent than suspected.

Seven claims that Kovin violated her during the away mission to his planet, a few days previously. She remembers testing the trader's weapons on the surface; she was left alone with Kovin to alter a weapon to *Voyager's* specifications, when the trader suddenly turned on her with a rifle and fired. Seven says that Kovin and an associate stole some of her Borg technology while she was helpless, and injected her **nanoprobes** into another victim, strapped down next to her.

'RETROSPECT'

"Seven has made serious accusations ... If Kovin assaulted her, and took a sample of her Borg technology, we can't stand by and do nothing. In the wrong hands, a single nanoprobe could lead to disaster."

— Captain Janeway

ON SCREEN...



1 Captain Janeway negotiates with an Entharan trader, Kovin, for a powerful new cannon that would make VOYAGER a formidable opponent for attacking ships.



2 Seven dislikes Kovin's presence, and becomes irritated when he interferes with her work. The ex-drone snaps, and throws the Entharan to the ground.



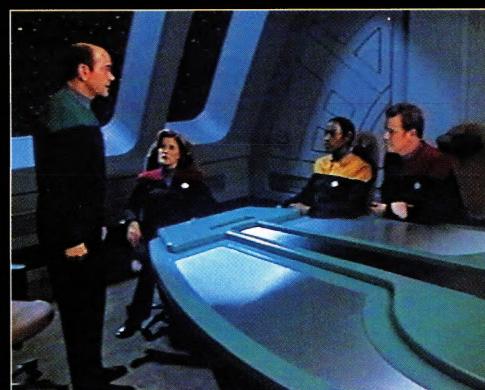
3 In the captain's ready room, Janeway regrets that she and Seven always seem to have the same discussion; but discipline seems to have no effect on the Borg.



4 The Doctor reports to Janeway that he has found a high concentration of biogenic amines in Seven's hippocampus; these are blocking part of her memory system.



5 The Doctor helps Seven to recall her blocked memory. Seven reports that Kovin attacked her on the planet's surface, and stole some of her Borg nanoprobes.



6 The Doctor reports the ex-Borg's allegations to the senior crew members. Janeway wants to support Seven, but she remains cautious and objective.



'Retrospect'

The nanoprobe assimilated the man.

The Doctor reports these events to a cautious Janeway, and **Tuvok** begins a thorough investigation. When confronted by the captain, Kovin denies Seven's allegations indignantly; he admits that a weapon went off, injuring the Borg's hand, but nothing more. The anxious arms dealer pleads with Tuvok to be fair in his investigation, as the stigma of this type of accusation could ruin Kovin's reputation, and irreparably damage his standing among his own people.

The Doctor and Tuvok beam down to Kovin's base to search for evidence that will support Seven's story. They are overseen by an Entharan magistrate. The Doctor detects active nanoprobe on Kovin's equipment and work areas, which would seem to prove the Borg's claim. The EMH believes that the trader stole the nanoprobe, and has been regenerating them.

If the weapon had been fired accidentally at Seven, as Kovin claims, the Doctor theorizes that, once they had been removed from the Borg's body, the nanoprobe would no longer be active. Kovin panics and draws a weapon on them, he then beams to his ship.

Recreating the crime

Janeway is still skeptical about the whole affair. She and Tuvok recreate the incident in which Seven claims she was attacked in *Voyager*'s sickbay, as the captain is not convinced by the evidence that they have so far accumulated against Kovin. Little is yet known about nanoprobe, and how they react in different environments.

The Doctor is dismayed to discover that the nanoprobe they remove from Seven in sickbay continue to be active even after they have left her body; they regenerate themselves without any interference. Therefore, there is no real proof that Kovin stole and manipulated the Borg's nanoprobe; the whole incident may have been an accident, as he claimed.

Voyager pursues Kovin's ship, but the trader is too scared to listen, and launches an all-out assault on the starship. Unfortunately, this causes his weapons systems to overload, and Kovin is destroyed, along with his ship, while trying to protect himself.

A few days later, *Voyager* leaves the Entharan world. The Doctor is plagued by guilt. He feels responsible for Kovin's death, because of his insistence on investigating Seven's claims. The ex-drone is likewise

disturbed; she now feels regret over the loss of a single being, when, as a Borg, she felt no regret when entire populations were assimilated or destroyed.

The Doctor requests permission to delete the part of his program that allows him to make self improvements, so that he will

never again be a danger to others. Captain Janeway denies this request, and tells the EMH that he will come to learn from mistakes such as this.

Voyager continues its journey home, with two of its crew members a little wiser for their experiences.

ON SCREEN...



7 The Doctor, Tuvok, and an Entharan magistrate inspect Kovin's base for evidence. When they find active nanoprobe, Kovin escapes to his ship.



8 As *VOYAGER* chases Kovin's ship, Janeway and Tuvok look over the evidence again. The captain is not yet satisfied that they have sufficient proof.



9 Some of Seven's nanoprobe are removed, to see if they remain active outside her body without manipulation. The fact that they do clouds the issues.



10 *VOYAGER* catches up with the fleeing ENTHARAN VESSEL. Kovin still fears that they believe he is guilty, but his vessel is destroyed when he attacks the starship.



11 Seven cannot understand why she feels regret over the death of a single being; as a Borg drone, she felt nothing at the extinction of entire races.



12 The Doctor also feels responsible for Kovin's death, blaming his psychotherapeutic subroutines. Janeway says he must learn to live with his mistakes.

STARSHIP FACTS

Seven criticizes Kovin's thoron-based, handheld disruptor. The ex-drone informs him that thoron has been known to be unstable in weapons.

Seven's repressed memories may stem from her time with the Borg, when she often witnessed the fear of those about to be assimilated.



J continued

Jimbalian fudge cake

Kes's favorite dessert, featuring a frosting of pureed l'maki nuts. Neelix baked the cake when Kes turned two, and again on her ninth birthday in a possible future she experienced after falling out of temporal sync. (*Starship Log: 'Twisted'* [VOY]) **SEE FILES 43, 71**

Jimenez, Ensign

Member of *Deep Space Nine*'s security staff. Odo relieved Jimenez of guard duty outside Major Kira's quarters, when she was entertaining First Minister Shakaar in 2372. (*Starship Log: 'Crossfire'* [DS9]) **SEE FILES 27, 70**

Jimmy

Streetwise human boy in Benjamin Sisko's dream of 1953 Harlem. Jimmy, a petty thief who sold watches and other purloined items, was represented in the scenario by Jake Sisko. (*Starship Log: 'Far Beyond the Stars'* [DS9]) **SEE FILE 70**

jinaq

Klingon females are deemed adults when they are old enough to wed. The jinaq is symbolic jewelry given by parents to their children to mark this milestone. (*Starship Log: 'Birthright', Part II* [TNG]) **SEE FILES 11, 69**

Jirex

The greatest writer in the **Talaxian** canon, according to Neelix, who always read one of the author's parables before going to sleep. (*Starship Log: 'Demon'* [VOY]) **SEE FILES 18, 43, 71**

Jo'Bril

In 2369, this evil Takaran attempted to steal metaphasic shield technology, after murdering its Ferengi inventor. Dr.

Beverly Crusher uncovered Jo'Bril's scheme, and killed him in self-defense. (*Starship Log: 'Suspicious'* [TNG]) **SEE FILES 18, 69**

Jo'Bril used his race's unique physiology to fake his own death.



Joachim

Genetically superior, blond-haired young man serving under Khan Noonien Singh in 2285. Joachim urged Khan, unsuccessfully, to end his vendetta against James Kirk. He died with his master aboard the **U.S.S. Reliant**. (*Starship Log: Star Trek II: The Wrath of Khan*) **SEE FILES 44, 73**

Joaquin

Eugenics warrior who fled Earth with Khan, and was rescued by the **U.S.S. Enterprise NCC-1701** in 2267. Joaquin was exiled to Ceti Alpha V after trying, along with Khan, to hijack the ship. (*Starship Log: 'Space Seed'* [TOS]) **SEE FILES 44, 68**

Jobel

Lela Dax's Trill initiate supervisor. (*Starship Log: 'Facets'* [DS9]) **SEE FILES 43, 46, 70**



Sisko adopted the name Jodmos to infiltrate a Klingon military headquarters with his crew.

Jodmos

Klingon identity used by Benjamin Sisko, when he led a clandestine assignment to penetrate the Klingon military headquarters on Ty'Gokor. Jodmos was the son of Kobor. (*Starship Log: 'Apocalypse Rising'* [DS9]) **SEE FILES 43, 70**

Joey

Presumably Joey Bishop (born Joseph Gottlieb), a 20th-century human comedian. When the grieving Worf demanded to hear the song 'All The Way,' Vic Fontaine tried to stall with an anecdote he'd once heard from Joey. (*Starship Log: 'Image in the Sand'* [DS9]) **SEE FILE 70**

Johnson, Elaine

A scientist stationed on Gamma Hydra IV with her husband, Robert Johnson. Elaine died in 2267 of radiation-induced old age, several hours before her husband. She was 27. (*Starship Log: 'The Deadly Years'* [TOS]) **SEE FILES 18, 68**

Johnson, Lt.

Security officer on the **U.S.S. Enterprise NCC-1701** in 2268, when it was invaded by the Beta XII-A entity. After being mortally wounded by Klingons, Johnson miraculously recovered, and rejoined the conflict. (*Starship Log: 'Day of the Dove'* [TOS]) **SEE FILES 20, 68**

Johnson, Robert

Leader of a six-person scientific expedition to Gamma Hydra IV, and husband to Elaine Johnson. At 29 years old, he was the last member of the team to die of radiation-induced old age. (*Starship Log: 'The Deadly Years'* [TOS]) **SEE FILES 18, 68**

joined species

A species consisting of two life forms that live together in one body. The Trill are a joined species, comprising humanoid host, and a long-lived, smaller symbiont. (*Starship Log: 'The Host'* [TNG]; 'Emissary' [DS9]) **SEE FILES 9, 43, 46, 69, 70**

joining

When a symbiont is placed inside a Trill initiate, they become joined, and the humanoid acquires the memories of the previous hosts. Only death can separate them. (*Starship Log: 'Playing God'* [DS9]) **SEE FILE 9, 43, 46, 69, 70**

joining day

A wedding day on Miramanee's planet. James Kirk experienced a joining day in 2268, after losing his memory, and living with a race descended from Native Americans. (*Starship Log: 'The Paradise Syndrome'* [TOS]) **SEE FILES 18, 43, 68**

Jimbalian fudge cake

Jimenez, Ensign

Jimmy

jinaq

Jirex

Jo'Bril

Joachim

Joaquin

Jobel

Jodmos

Joey

Johnson, Elaine

Johnson, Lt.

Johnson, Robert

joined species

joining

Joining day

Jo'kala

Jokarian chess

Jokri

Jol, Etana

jolan true

jolly

Jomat Luson

Jonas, Michael

Jones, Cyrano

Jones, Dr. Miranda

Jono

Jor

Jora

Joran

Joranian ostrich

Jordan, Ensign

Joseph

Josephs, Lt.



Husband and wife Robert and Elaine Johnson led a scientific team that fell victim to radiation-induced old age on Gamma Hydra IV.



The Trill are a joined species; they comprise a vermiform symbiont and a humanoid host.

**Jo'kala**

Urban destination of three **kava** farmer brothers, in a **Bajoran** folk tale that **Major Kira** told **Sisko** in 2372. (*Starship Log: 'Starship Down'* [DS9]) **SEE FILES 10, 70**

Jokarian chess

Board game occasionally played by **Benjamin Sisko** and **Jadzia Dax**. One evening in 2369, Jadzia came to Sisko's quarters to challenge him to a round, and ended up offering him advice on **Jake** instead. (*Starship Log: 'The Nagus'* [DS9]) **SEE FILES 43, 70**

Jokri

Well-known opalescent river, favored by tourists, on **Tavela Minor**. Nurse **Alyssa Ogawa** thought cruising the Jokri a more appropriate holiday than the trip to **Risa** suggested by a male admirer. (*Starship Log: 'Imaginary Friend'* [TNG]) **SEE FILE 69**

Jol, Etana

Attractive **Ktarian** female who tricked **Commander Riker** into taking an addictive, mind-controlling game aboard the **U.S.S. Enterprise NCC-1701-D**. With the crew under its influence, Jol almost succeeded in commandeering the ship. (*Starship Log: 'The Game'* [TNG]) **SEE FILES 18, 69**

Etana Jol was a Ktarian operative who used her feminine wiles effectively.

**jolan true**

A common **Romulan** phrase, used when two people part company. Its specific meaning is unknown, but it is definitely a friendly, or well-wishing, expression. (*Starship Log: 'Unification'* Part I [TNG]) **SEE FILES 12, 69**

jolly

In the English language this word means happy, light-hearted, and joyous. In the **Klingon** language, however, there is no equivalent word or concept. (*Starship Log: 'Parallels'* [TNG]) **SEE FILES 11, 69**

Jomat Luson

Unpaid **Bajoran** social worker at the **Tozhat Resettlement Center**, in 2362. She recalled that **Rugal**, the son of **Kotan Pa'Dar**, was brought to the center by a female **Cardassian** officer. (*Starship Log: 'Cardassians'* [DS9]) **SEE FILE 70**

Jonas, Michael

Member of the **Maquis** contingent who joined the **U.S.S. Voyager** crew in 2371. Jonas betrayed **Starfleet** secrets, and allied himself with **Seska** and the **Kazon-Nistrim**, before eventually dying during a sabotage attempt. (*Starship Log: 'Threshold'* [VOY]) **SEE FILES 29, 71**



Neelix became suspicious of Jonas's activities in Engineering; the traitor to the U.S.S. VOYAGER was sabotaging ship's systems.

**Jones, Cyano**

This rotund entrepreneur sold odd merchandise, including **tribbles**. He inadvertently helped to uncover a **Klingon** plot to control **Sherman's Planet**, in 2267. (*Starship Log: 'The Trouble With Tribbles'* [TOS]; 'Trials and Tribble-ations' [DS9]) **SEE FILE 68, 70**

Cyano Jones was a salesman, entrepreneur, and licensed asteroid locator.

Jones, Dr. Miranda

This blind, telepathic human psychologist had to face up to her problems and save **Spock**'s life, before being able to make the first telepathic link with a **Medusan** ambassador. (*Starship Log: 'Is There In Truth No Beauty?'* [TOS]) **SEE FILES 43, 68**

Jono

Born **Jeremiah Rossa** in 2353, Jono was orphaned during a **Talarian** raid, and adopted by the Talarian **Captain Endar**. **Captain Picard** allowed Jono to return to his adopted father. (*Starship Log: 'Suddenly Human'* [TNG]) **SEE FILES 18, 44, 69**

Jor

This **Enaran** honorific, given to male elders is the equivalent of the English 'mister.' (*Starship Log: 'Remember'* [VOY]) **SEE FILES 18, 71**

Jora

Title used before the surname of mature **Enaran** females, as a courtesy. (*Starship Log: 'Remember'* [VOY]) **SEE FILES 18, 71**

Joran

SEE **Dax, Joran**

Joranian ostrich

Large, flightless bird. Similar to the Earth family of *Struthionidae*, it is known to bury its head when frightened. The Joranian variety sometimes submerges its head in water until it drowns. (*Starship Log: 'Past Prologue'* [DS9]) **SEE FILE 70**

Jordan, Ensign

Young, dark-haired **U.S.S. Enterprise NCC-1701** crew member. He was working in auxiliary control when **Harry Mudd**'s android, **Norman**, captured the starship in 2267. (*Starship Log: 'I, Mudd'* [TOS]) **SEE FILES 20, 68**

Joseph

Engineer of the crashed **S.S. Santa Maria**, and a citizen of the colony established by the ship's survivors on **Orellius**. Joseph helped **Benjamin Sisko** and **Miles O'Brien** escape in 2370. (*Starship Log: 'Paradise'* [DS9]) **SEE FILES 18, 70**

Joseph, a talented engineer, put his technical expertise to good use at the colony on Orellius.

**Josephs, Lt.**

Young security guard aboard the **U.S.S. Enterprise NCC-1701**. He found the body of **Ambassador Gav**, stuffed inside a **Jefferies tube** on **Deck 11, Section A3**. After checking Gav's pulse, Josephs notified **Captain Kirk** of the death. (*Starship Log: 'Journey to Babel'* [TOS]) **SEE FILES 20, 68**